*FIG. 1a*

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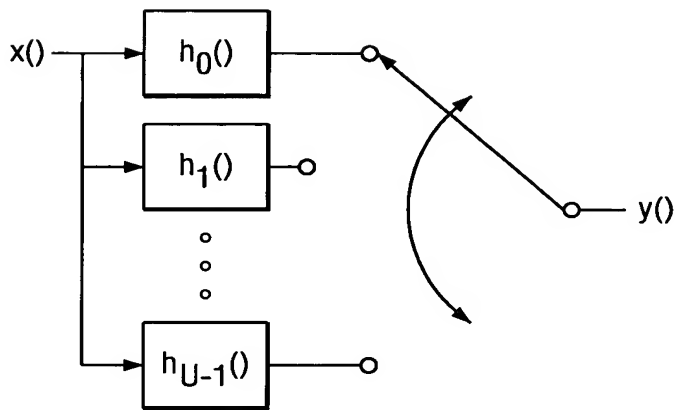
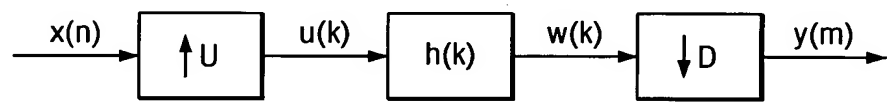
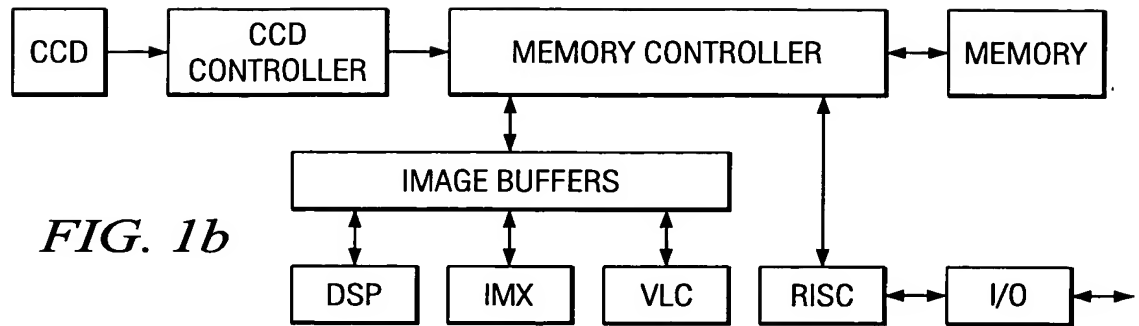


FIG. 2b

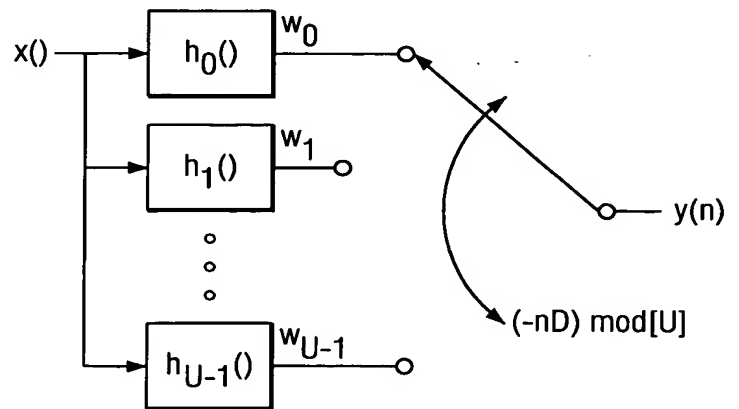


FIG. 2c

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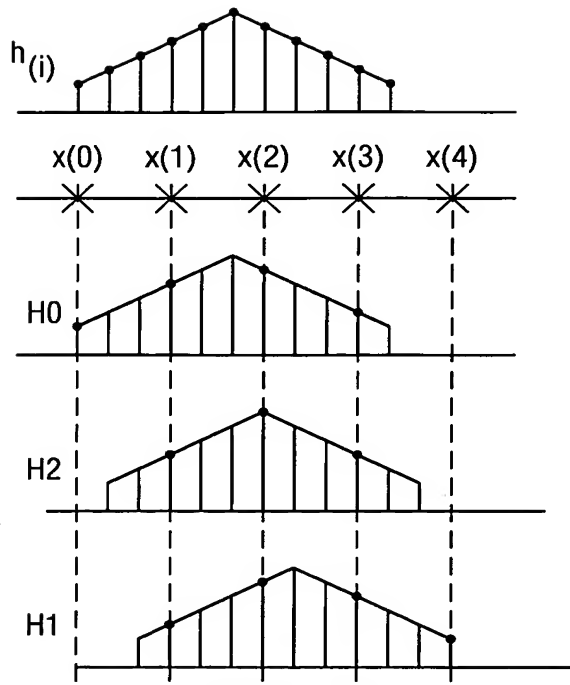


FIG. 3a

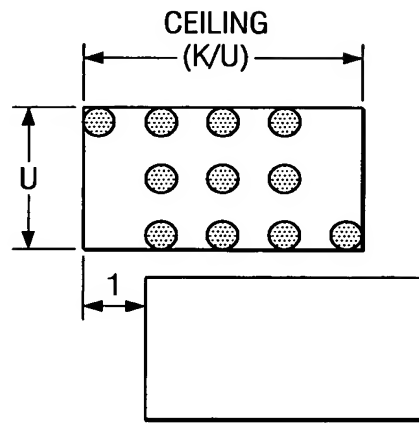


FIG. 3b

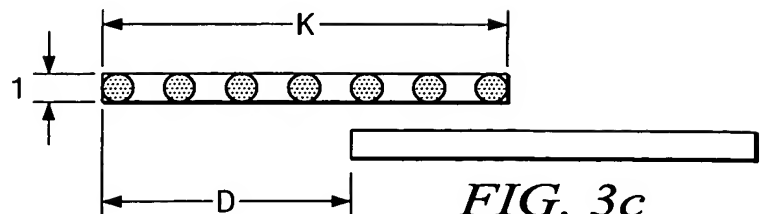


FIG. 3c

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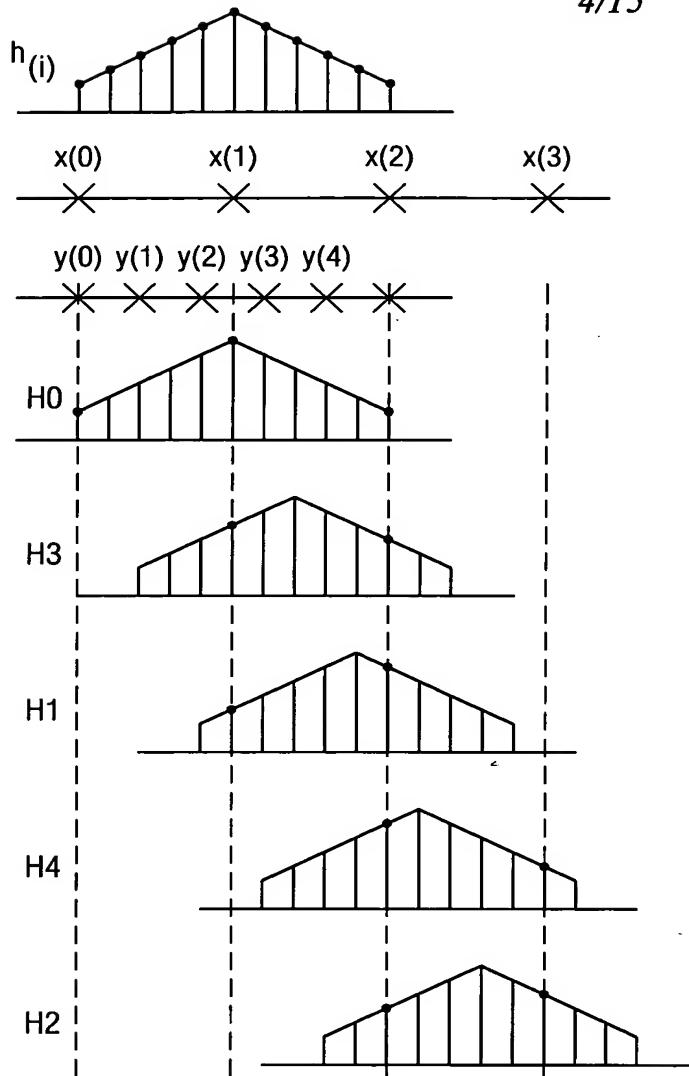


FIG. 4a

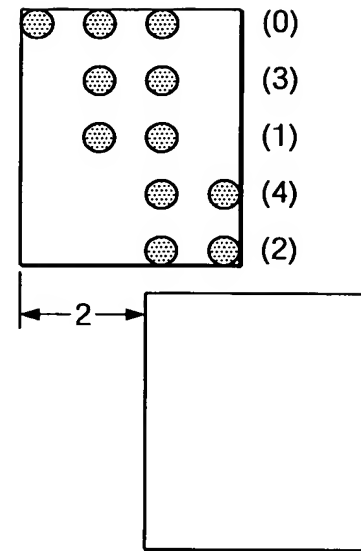
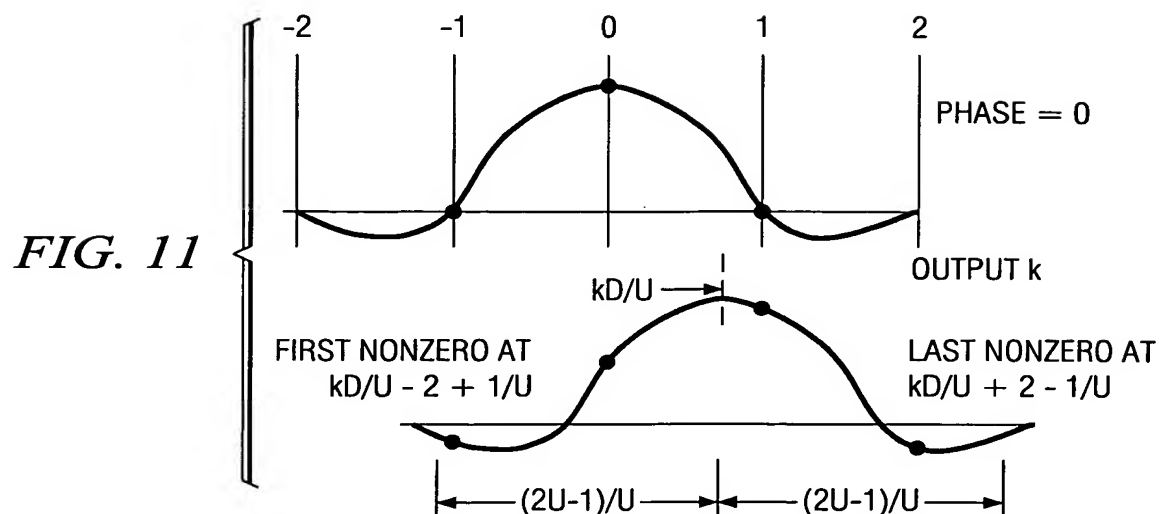

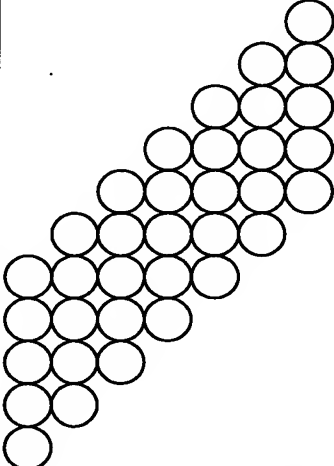

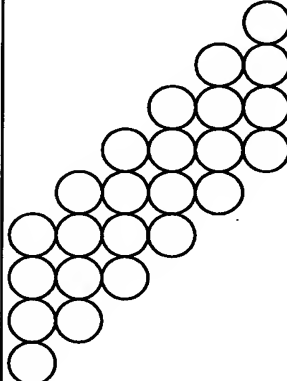


FIG. 4b



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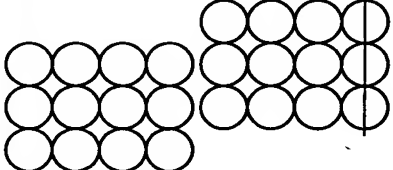
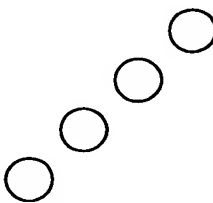
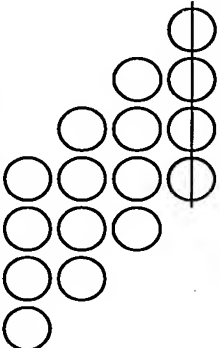
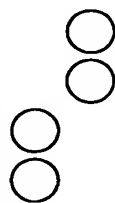
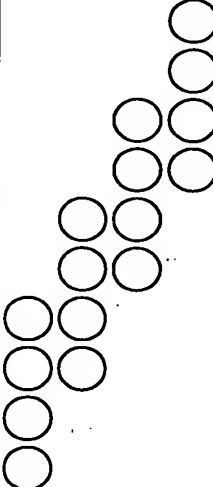
FIG. 5a

ARCHITECTURE KERNEL	EXPLANATION	EXAMPLE
SINGLE POINT 	<p>SINGLE-THREAD FILTERING, GETTING ONE DATA POINT AT A TIME. THE NEXT ACCESS CAN STAY ON THE SAME POINT, OR MOVE FOR A FIXED DISTANT. THIS IS THE MOST FLEXIBLE PATTERN. HOWEVER, THERE IS USUALLY TIME ASSOCIATED WITH EACH LEVEL OF LOOPING, WHICH IS NEEDED TO IMPLEMENT CHANGING OF STEPPING DISTANCE IN A REGULAR MANNER. A PARALLEL DSP PERFORMING VERTICAL FILTERING OFTEN USE THIS SINGLE-POINT KERNEL, AS ITS PARALLELISM IS APPLIED TO DIFFERENT FILTERING PROBLEMS (FOR VERTICAL FILTERING, EACH COLUMN IS OPERATED INDEPENDENTLY AND IS THUS A SEPARATE PROBLEM)</p>	 <p>THIS IS FOR 5-TAP-PER-OUTPUT FILTERING GOING ON FOR 7 OUTPUTS, FOR ONE DATA ACCESS BLOCK FOR 7/D RESAMPLING</p>
4-WIDE 	<p>DSP WITH FIXED, 4-WIDE, DATA ACCESS, AND CAPABILITY TO COMPUTE INNER-PRODUCT WITH COEFFICIENT ARRAY AND PRODUCING A SINGLE SUM. TO BE EFFICIENT FOR FILTERING, THE STARTING POINT SHOULD BE ON ANY ALIGNMENT</p>	 <p>THIS IS 4-TAP-PER-OUTPUT FILTERING FOR A 6/D RESAMPLING</p>

TO FIG. 5b

FIG. 5b

FROM FIG. 5a

<p>4-TALL</p> 	<p>DSP WITH 4 PARALLEL EXECUTION UNITS, AND THEY ARE ALL FED WITH THE SAME SINGLE DATA POINT. THERE IS A SIGNIFICANT DISTINCTION IN DSP ARCHITECTURE THAT AFFECTS HOW WE CAN USE THIS AND MANY OTHER ARCHITECTURE KERNELS: WRITING IN ANY ALIGNMENT, OR WRITING ONLY ON <math>2^N</math>-WORD ALIGNMENT. THE FORMER CAN BE USED TO IMPLEMENT ANY U FACTOR. THE LATTER CAN ONLY WORK WITH U BEING MULTIPLE OF <math>2^N</math>. WHEN U IS NOT A MULTIPLE OF 4, FOR EXAMPLE, WE UPSCALE U AND D SO THAT THEY ARE, AT THE EXPENSE OF EFFICIENCY</p>	 <p>THIS IS A WRITE-ANY-ALIGNMENT ARCHITECTURE IMPLEMENTING A 7/D RESAMPLING WITH 3-TAP-PER-OUTPUT FILTERS. NOTE THAT 8 OUTPUTS ARE COMPUTED AND THEN ONE IS THROWN AWAY</p>
<p>1:1 SLOPE, 4 OUTPUTS</p> 	<p>DSP WITH 4 PARALLEL EXECUTION UNITS, AND THEY ARE FED WITH 4 DATA POINTS, ONE FOR EACH. TO BE EFFICIENT FOR FILTERING, THE 4 INPUTS NEED TO BE ON ANY WORD ALIGNMENT</p>	 <p>THIS IS FOR A 3/D RESAMPLING, WITH 4-TAP-PER-OUTPUT FILTERS. NOTE THAT 4 OUTPUTS ARE COMPUTED AND THEN ONE IS THROWN AWAY</p>
<p>1:2 SLOPE, 2 OUTPUTS</p> 	<p>DSP THAT CAN TAKE IN 4 INPUTS, AND PERFORM <math>acc\_A = acc\_A + c0*d0 + c1*d1</math>, <math>acc\_B = acc\_B + c2*d2 + c3*d3</math> TO BE EFFICIENT FOR FILTERING, THE INPUTS NEED TO BE ON ANY WORD ALIGNMENT</p>	 <p>THIS IS FOR A 4/D RESAMPLING, WITH 4-TAP-PER-OUTPUT FILTERS</p>

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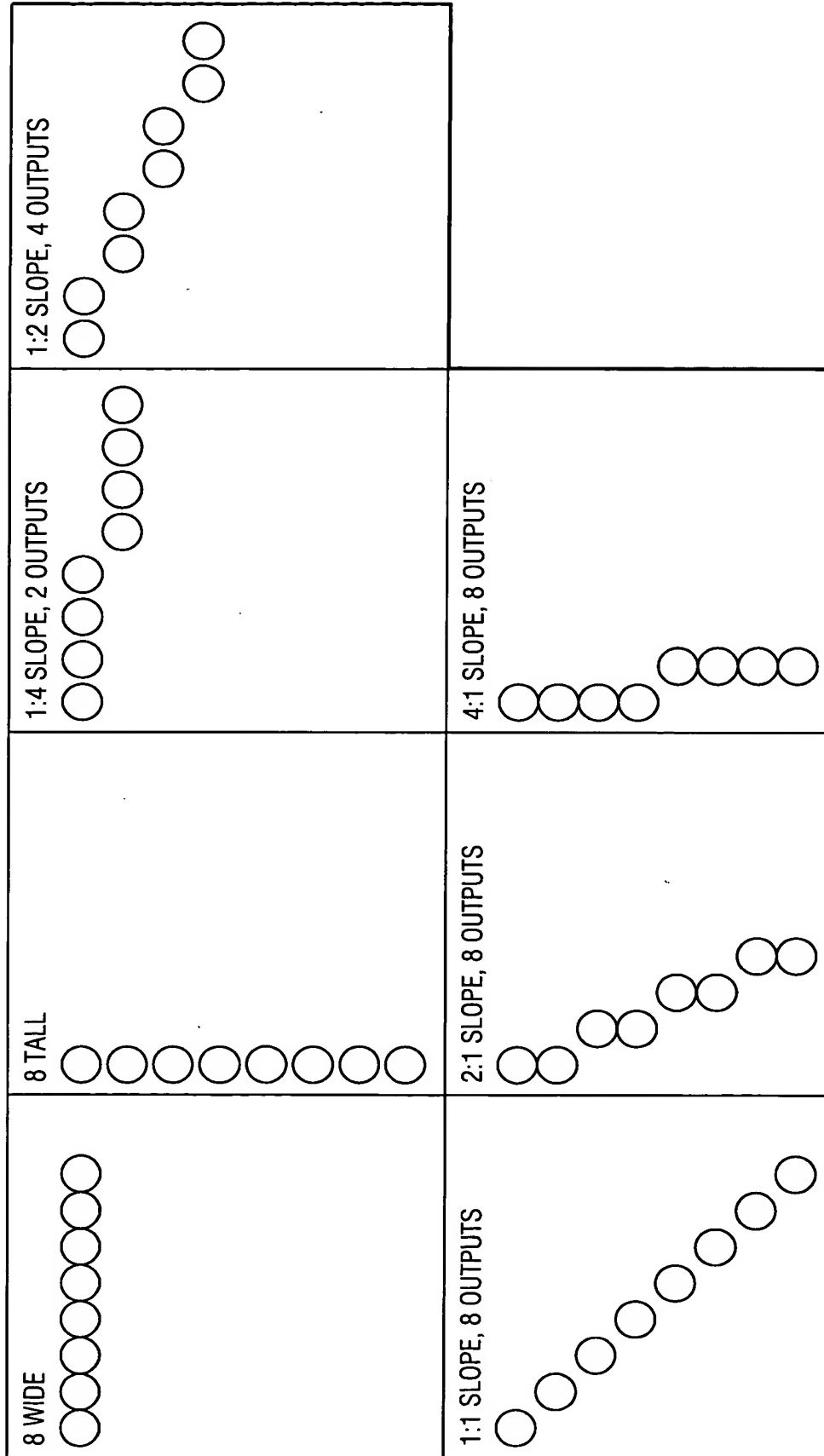
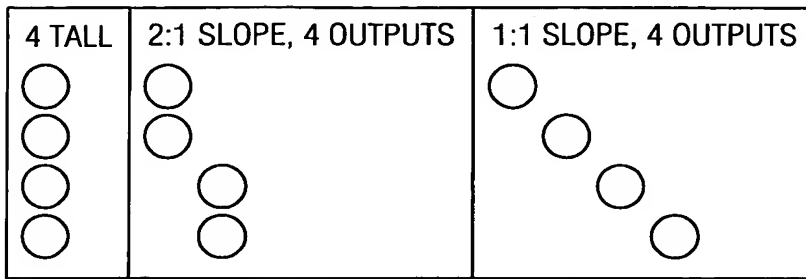
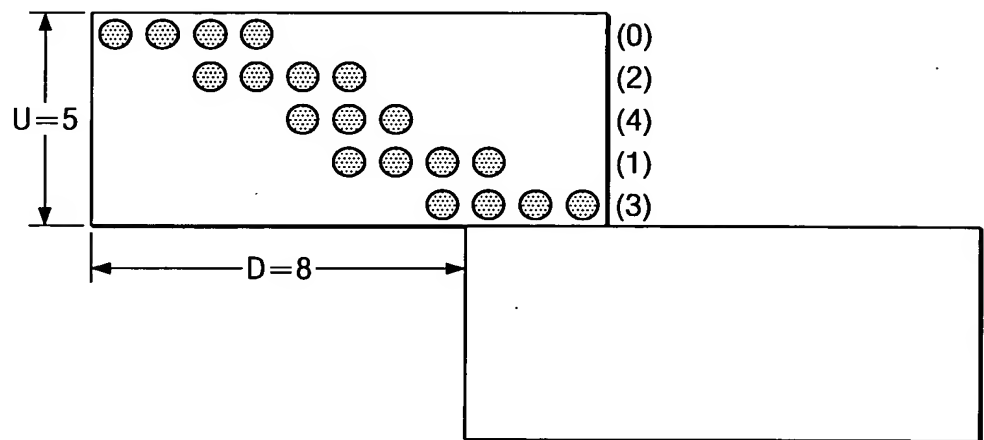


FIG. 6a

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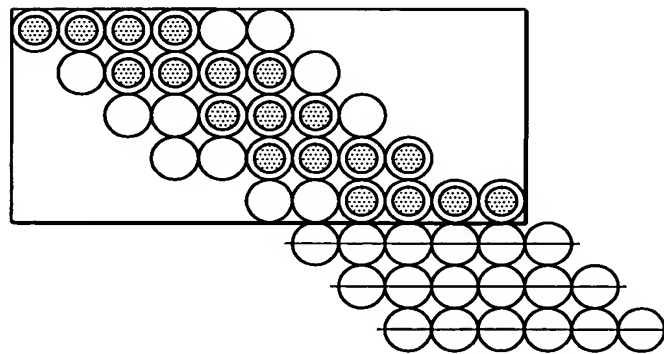


*FIG. 6b*

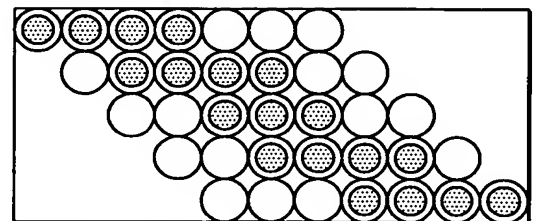


*FIG. 7a*

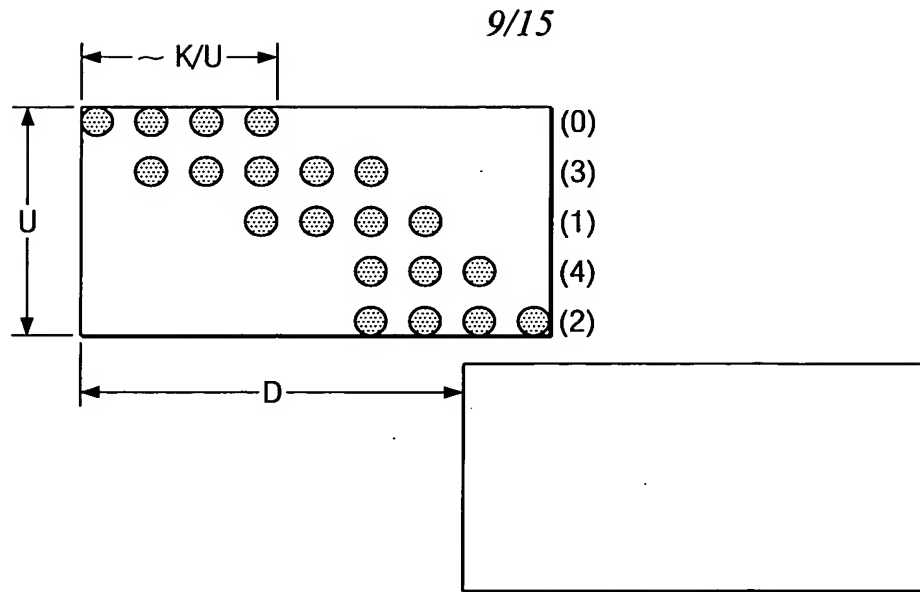
*FIG. 7b*



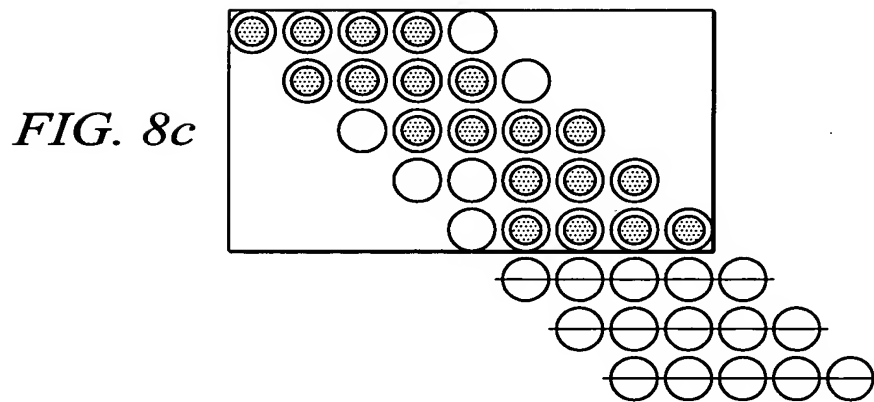
*FIG. 7c*



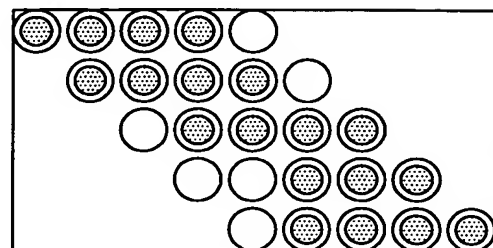




*FIG. 8a*

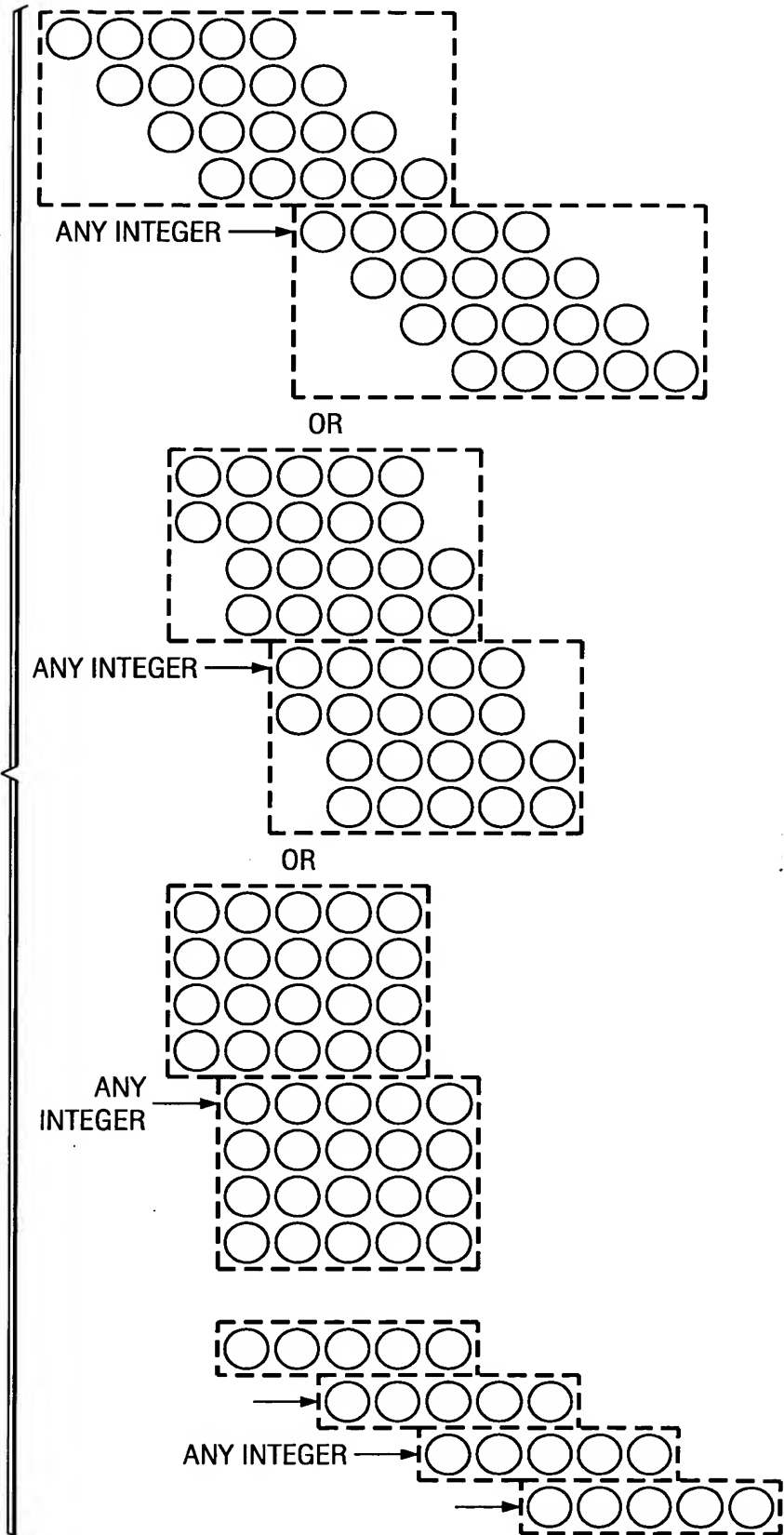


*FIG. 8d*



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FIG. 8b



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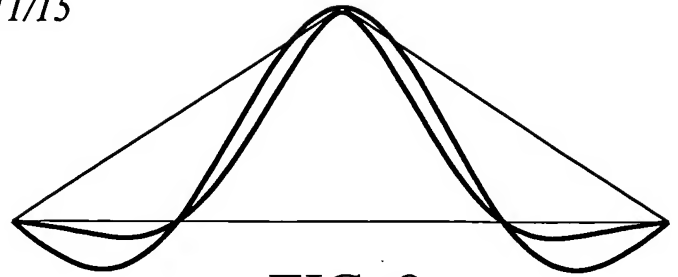


FIG. 9

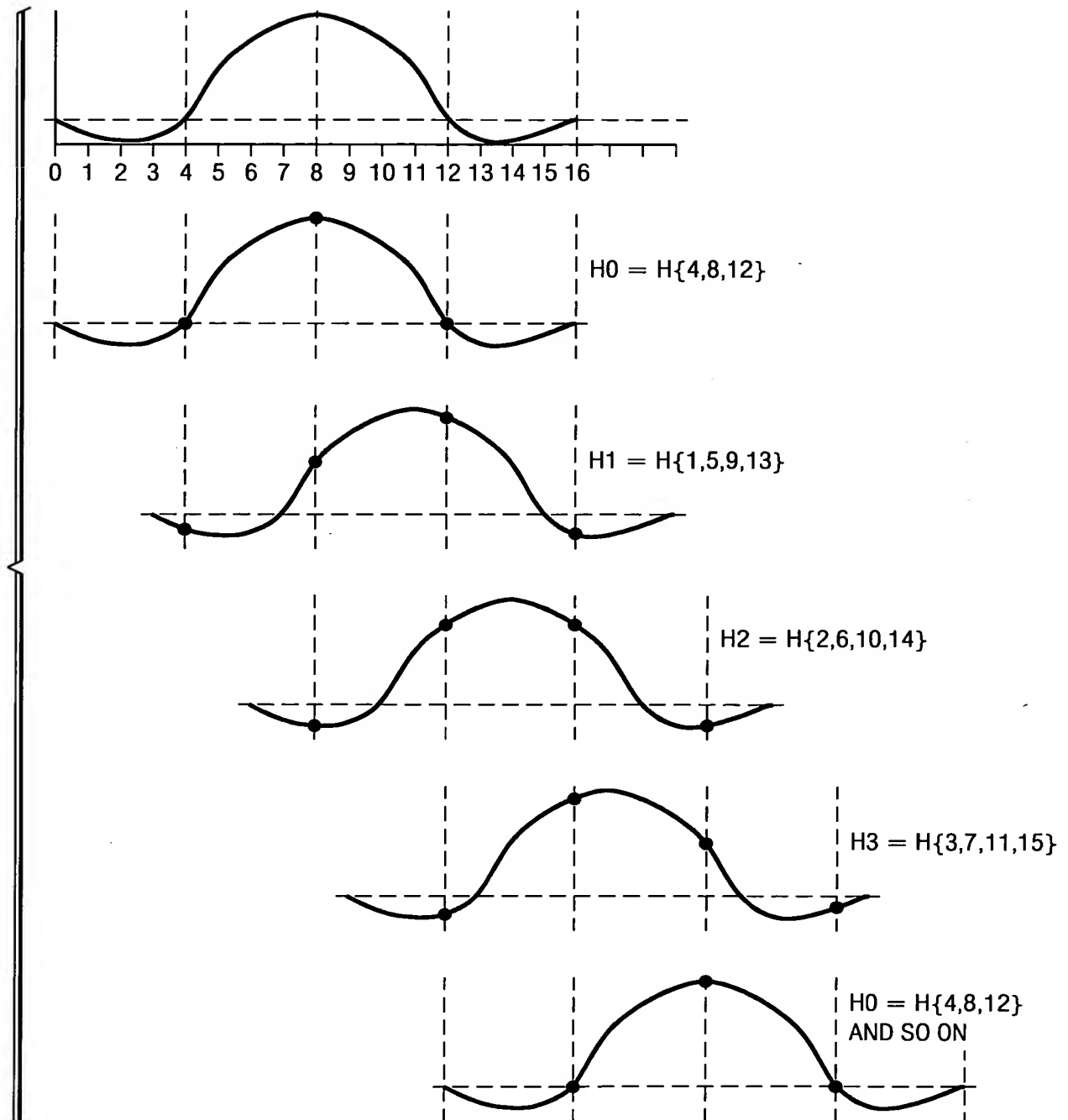
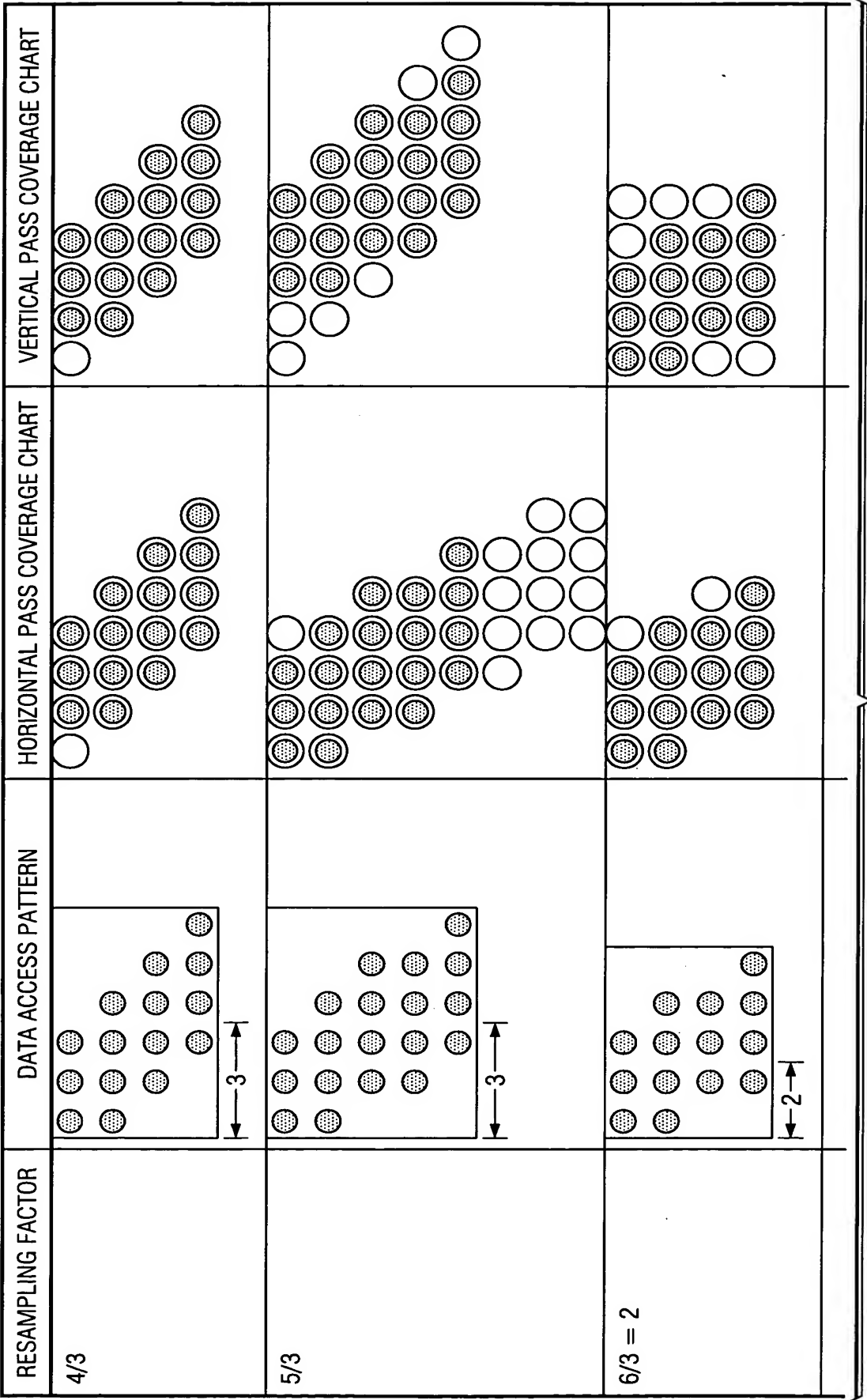


FIG. 10

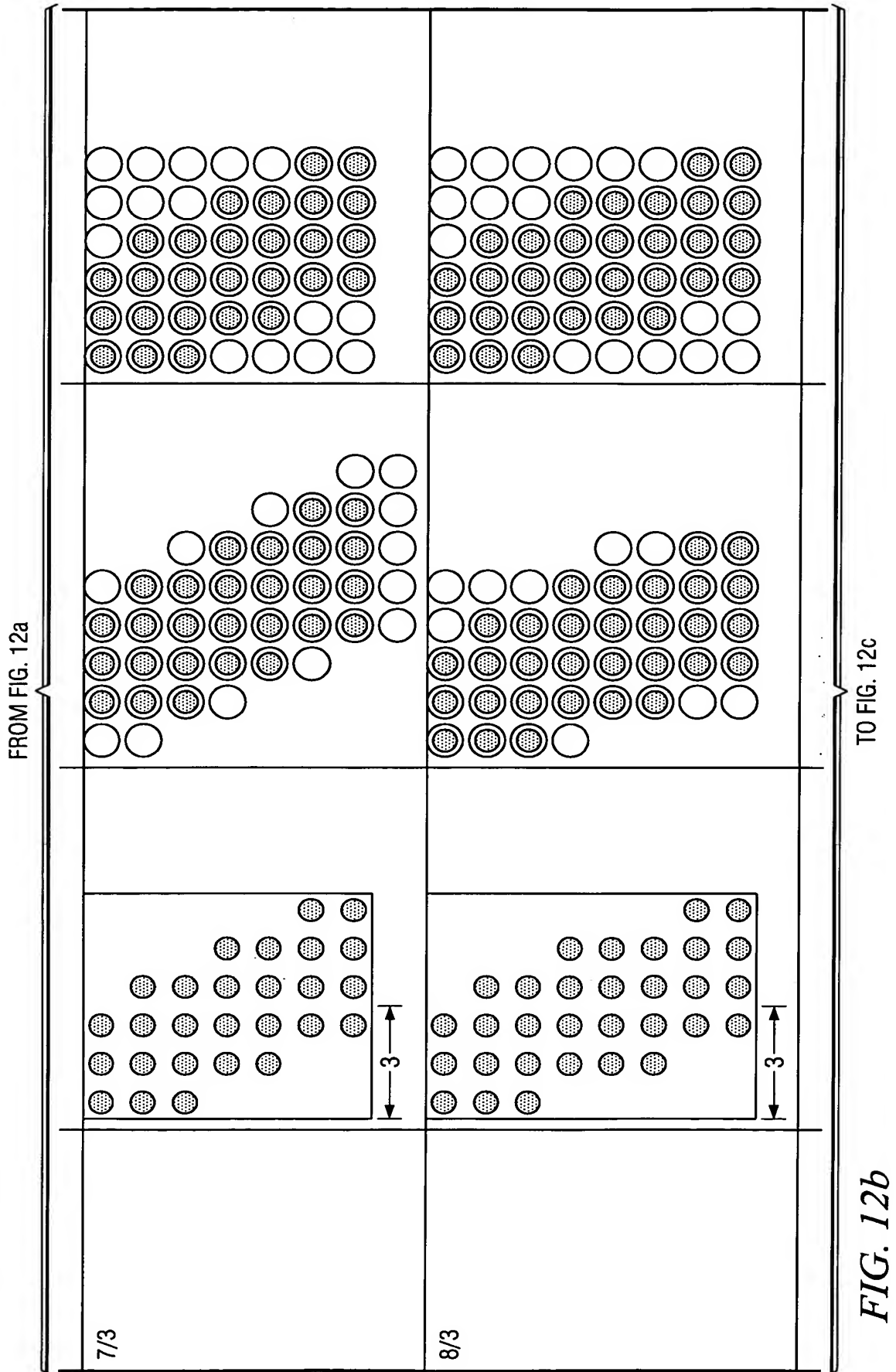
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TO FIG. 12b

FIG. 12a

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FROM FIG. 12b

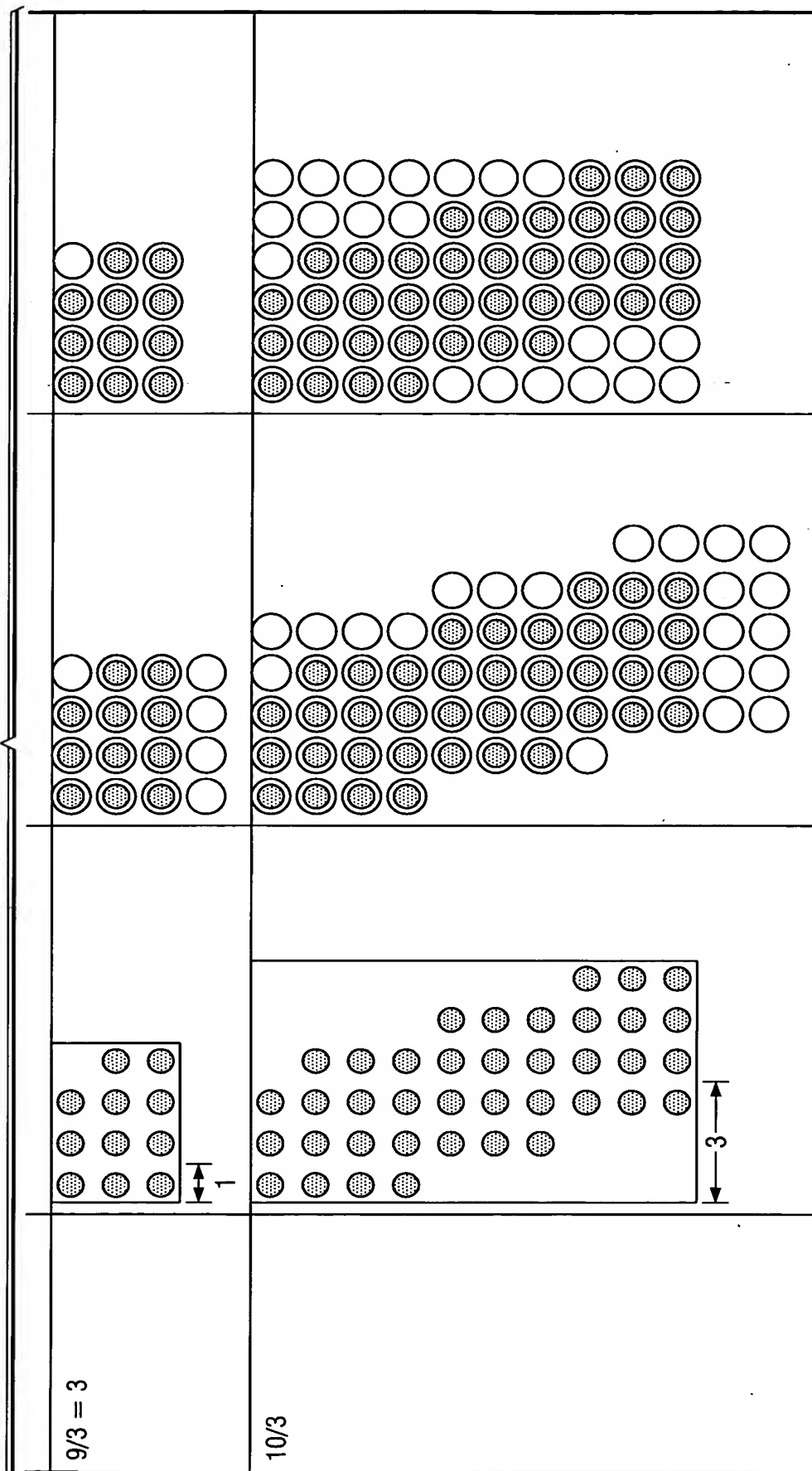


FIG. 12c

RESAMPLING FACTOR	Multiply_Factor	H_Arch_Kernel	FILTER TAPS	DATA STEP TO NEXT GROUP OF OUTPUTS	STARTING ACCESS DATA POINT
4/3 HORIZONTAL	1	1:1 SLOPE 4 OUTS	4	N/A	-2
VERTICAL			4	1	-2
5/3 HORIZONTAL	1	2:1 SLOPE 4 OUTS	4	2	-1
VERTICAL			5	1	-3
2/1 HORIZONTAL	2	2:1 SLOPE 4 OUTS	4	N/A	-1
VERTICAL			5	0	-1
7/3 HORIZONTAL	1	2:1 SLOPE 4 OUTS	5	2	-2
VERTICAL			6	0	-1
8/3 HORIZONTAL	1	4 TALL	5	1	-1
VERTICAL			6	0	-1
3/1 HORIZONTAL	1	4 TALL	4	N/A	-1
VERTICAL			4	0	-1
10/3 HORIZONTAL	1	4 TALL	5	1	-1
VERTICAL			6	0	-1

**FIG. 13**